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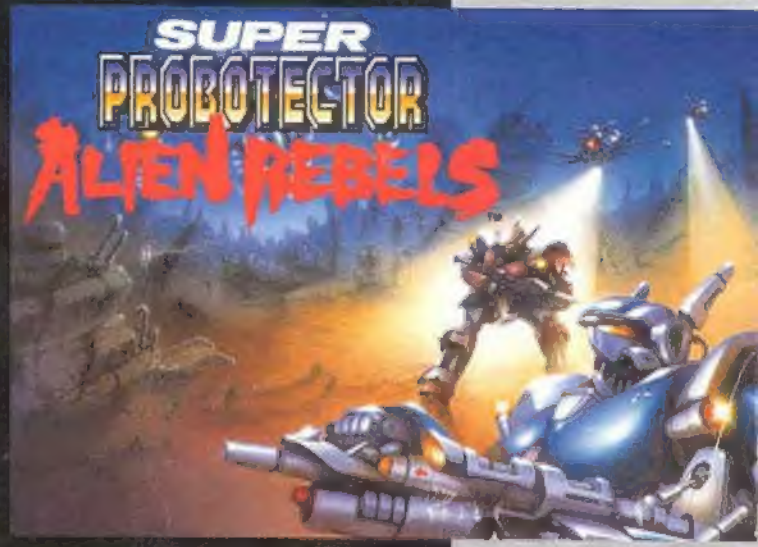
SUPER PROBOTECTOR ALIEN REBELS



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

KONAMI®

Original Nintendo Seal of Quality™

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

Story

The Probotector is a fighting robot that was developed in top secret by a special scientific mechanized unit.
It is the year 2636. Once again the aliens who lost in battle to the Probotector have regained their full strength and have begun a large-scale invasion. Humans are mere rag dolls in the face of the aliens' overwhelming resources, scientific capability and powerful life force.
Six months later, two fighting robots appear in the devastated city controlled by the aliens, RDOO8 and RCO11 the strongest Probotectors in history.
A heated battle begins once more.

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How to Play

You must destroy the Aliens' main base and rescue the Earth from the destructive hand of the invaders !!

- This game is composed of 6 stages divided into side-view and top-view stages.
- In the side-view stages, you must evade the enemy attacks, proceed to the end of the stage and defeat the boss enemy to clear the stage.
- In the top-view stages, you select a spot within a fixed field to drop down in and within that field you can move about freely. After destroying targets set up in various locations, you will go to the boss screen. If you defeat the boss enemy, you will clear the stage.
- If the player gets hit by an enemy or a bullet, or falls into a ravine or the like, "1 OUT" results. When all the players are out, the game is over.
- Even when GAME OVER is reached, if CONTINUE is selected, you can begin again from the stage at which you left off. At the CONTINUE screen, you can change settings for 1 PLAYER, 2 PLAYERS A, or 2 PLAYERS B.
- For 2P play, even if one player is completely out, he or she can receive a player if there are any left from the other player and continue to play.
(Receive using A button.)

- As the player destroys enemies his or her score increases. 1UP is received for the first 20,000 points, and thereafter for every 60,000 points up to 30 player units.
- The player holds one gun in each hand, and depending upon the situation can fire either one.
- If the items that appear in the game are picked up, the gun in use will increase in power. But if the players becomes out, the gun returns to normal. If during random shooting the player becomes out, both guns return to normal.

Screen Elements

* In top-view stages, the closest target to the player appears with an arrow on the screen.

How to Begin a Game

At the title screen, press the SELECT button or the up/down keys on the + button. You can choose one of the modes below. Then press the START button to change screens.

1 PLAYER : 1P play.

2 PLAYERS A: 2P play.
In top-view stages, 1P AND 2P can play on separate screens.

2 PLAYERS B: 2P play.
In top-view stages, 1P AND 2P can play on the same screen.

OPTION : Changes in the number of player units, game difficulty, and SOUND can be made. Select the category using the up/down keys on the + button and the left/right keys to decide upon the content. Press the START button to return to the title screen.

OPTION screen

PLAYER···For setting the number of player units. Select either 3, 5, or 7.

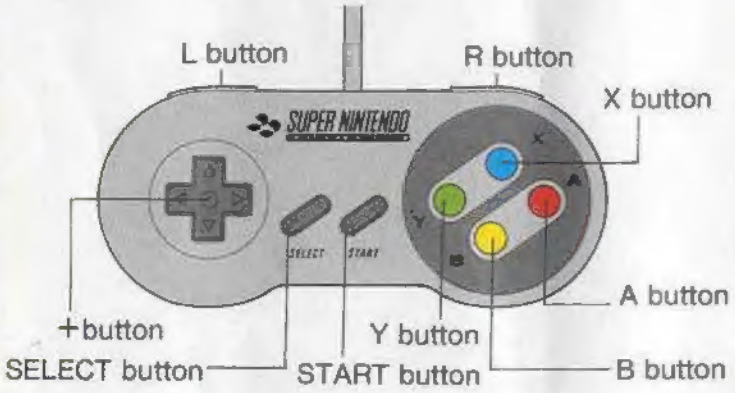
LEVEL···For setting game difficulty.
Choose either EASY, NORMAL OR Hard. On the NORMAL AND HARD settings, you will come up against the real boss in the final stage.

SOUND···You can switch between stereo and mono sound for the game.

EXIT···Return to the title screen.

Using the Controller

The 1P player uses the 1P control pad and the 2P player uses the 2P control pad.



<Side-view stage>

START button: Pause during game.
SELECT button: Not used.
+button: Player movement, shooting direction.
A button: For use of BOMB.
B button: To jump.
X button: To select left-hand or right-hand gun. (Selection during pause is possible.)
Y button: To shoot. hold down to fire continuously.
L button: Not used.
R button+Y button: Stationary shooting. In the direction of the +button pressed, firing without moving can be done.

Random Shooting

With both L and R buttons held down, press the Y button to fire randomly. Guns in both hands fire while the player spins around. This function cannot be used, however, when riding the airbike or armoured car, or hanging from the wall or ceiling.

Movement along the Ceiling and Walls

The player can move while gripping walls, ceilings and the like. However, the player will fall if he or she jumps while hanging, so care must be taken. In order to descend safely from a wall, use the down key plus the B button. Shooting is possible, but not shooting while moving.

Armoured Car

The player can ride in an armoured car. The left/right keys move the car forwards and backwards, the Y button fires a large cannon, and the B button enables you to get out of the car.

rection.

lets cannot hit you, but

-hand gun. (Selection

ontinuously.

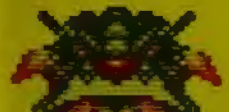
...inination of humanity, a fighting robot known as the Probotector, developed by a special scientific mechanized unit, is called upon. Two units, experienced in past battles with the aliens, RDOO8 and RCO11, are chosen. The fightinh capabilities of these two units, built using the latest in advanced technology, are oustanding.

RC011 RD008

SELECT button: To display map.
+button: Player movement, shooting d
A button: For use of BOMB.
B button: To conceal oneself. Enemy bu
you cannot move.
X button: To select left-hand or right
during pause is possible.)
Y button: To shoot. Hold down to fire c
L button: Left rotation.
R button: Right rotation.
Random shooting can also be done.

Items

sules appear after
are destroyed.
nd can be shot down.



Fire Gun:
Shoots flames.

Power Up cap
specific enemies
They fly around a

Stages

1 STAGE
Side View
Occupied City
Street

2 STAGE
Top View
Destroyed
Highway

3 STAGE
Side View
Factory Zone

4 STAGE
Side View
Air Battle

5 STAGE
Top View
Sheer Cliff

6 STAGE
Side View
Alien's Main
Base

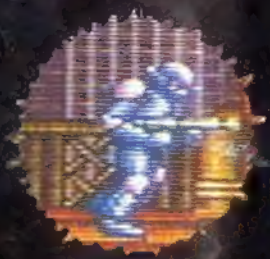
Enemy Characters

Human-faced dog

Sniper

Dome defender

Crawler tank



Other soldiers

Birdman Garth & Floating Bird's Nest Garth Base

Gigafry

Tri-transforming Wall Walker

Hellriders

Rocket Ninja Sasaki

Tetrandakker

Ultra-wild animal Wadder

Magnetic Heavy Armoured Car Magnus mk2

Jappa

Gomeramos King

Metal Alien

Brother Robots
Kenny 1 & 2

The Fearsome
Beast Kimkoh

Grand Prize Robot
Big Fuzz

Vicious Slave Hawks

Anti-Contra Sergeant
Dodoriguez

Uranian Devil Gappa

0292

90-DAY LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Super Nintendo Game Pak («Pak») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

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Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0703) 620 300 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to BANDAI UK LTD.

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